

Castor3D - Évolution #1727

Direct3D 11

09/03/2015 11:24 PM - dragonjoker59

Status: Rejeté	Start date: 09/15/2015
Priority: Normal	Due date:
Assignee: dragonjoker59	% Done: 100%
Category: Renderers	Estimated time: 0.00 hour
Target version: 0.8.0	Spent time: 48.00 hours
Lien forum:	
Description	
Implémente moi ça, feignasse!	
Subtasks:	
Évolution # 1734: Render to texture D3D Fermé	

History

#1 - 10/15/2015 08:57 PM - dragonjoker59

- Category changed from 163 to 128

#2 - 01/18/2016 12:31 AM - dragonjoker59

- Status changed from Assigné to Rejeté

Je drop le support D3D